



Window presents

World Builders

by René Schmidt and Ole Krabbe-Poulsen (DK)

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Rain and snow are now available !

The Variator generate random variations for complex models such as skies, plants and other objects. Quickly create hundreds of unique plants or trees for complex scenes and fly-bys.

Plants Blow in the Wind

Plant Editor allows you to draw a plant from scratch just like you would draw a spline or skeleton line. Also you can add billboard foliage. Plants generated using this method can be loaded into Sony PS-2 applications for real time viewing.

And grass. The blades also now have sharp tops. We have improved the scaling of grass together with terrain to eliminate the need for additional adjustments.

You can create an entire forest from a single tree or an entire lawn from a single blade of grass.

The New Cloud Features Cumulonimbus-type clouds can be animated in all areas and a new wind for this type of cloud has been created.

Creativity offers you uncompromising power and control.

René Schmidt and Ole Krabbe-Poulsen have practised a artistic cooperation since 1999.

Back then it seemed obvious to create a space parallel to our separate productions as artists, a space in which to challenge and mix the ideas and methods of two individuals in an attempt to reach intermediate solutions (we call it The Middleway).

We both carry the implications of a socialdemocratic (consensus) upbringing and education later combined with the ultra-liberalistic and egocentric modes of the art industry and thus equipt we chase our core subjects in an undogmatic and unfundamentalistic process.

Follow the links below and see what we have come up with untill now concerning 3d economy, systematic distribution of ideas, mobile architecture, wrap-swap.

www.meetthewrap.dk

www.3deconomy.dk

www.sugarcoat.dk